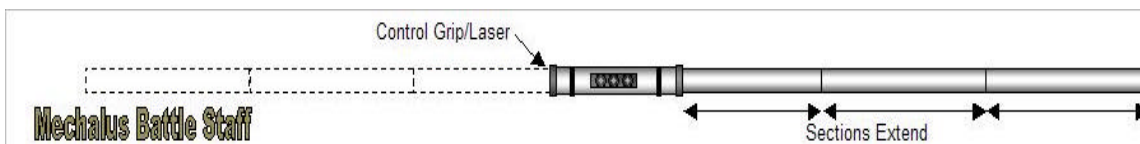




## Mechalus Battle Staff.



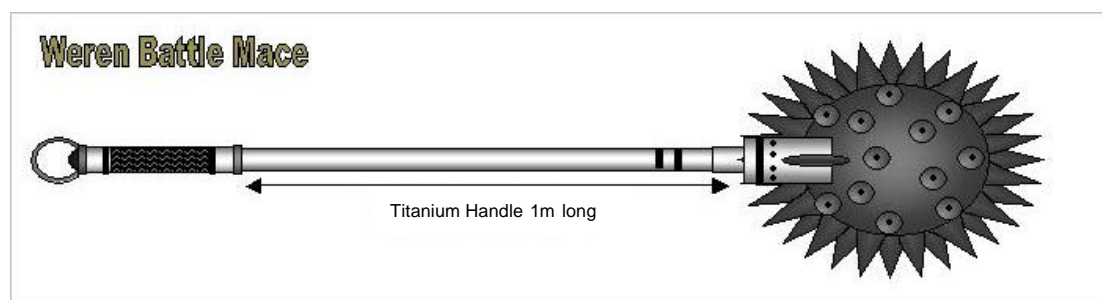
| Weapon       | Cost    | Damage    | Critical | Range increment | Weight | Type   |
|--------------|---------|-----------|----------|-----------------|--------|--------|
| Battle Staff | 1,000cr | See Below | x3       | --              | 4lb    | Fire/B |

The Mechalus Battle Staff is a high tech design, consisting primarily of a handle, with control grip. Upon the control grip are the control buttons, one to extend/retract the staff which causes the staffs sections to telescope out of the handle, and lock into place, this is the Battle Staff form. The second button allows the bearer to fire a powerful laser blast from out of the handles end. The final button causes the handles powerpack to overload and explode in much the same way as a grenade would, but significantly more damaging. This of course destroys the weapon in the process, and is meant only for last ditch efforts.

### Notes:

The Mechalus Battle Staff is an Exotic Weapon, and requires the Exotic Weapon proficiency to be able to use without penalty. The Weapon does damage as follows; as a Staff (2d4/2d4); as a Laser (2d10 Fire damage, 20 shots); and in the overload (2d10/per remaining shot, with a blast radius of 30 feet). The Staff is powered by a Standard energy cell. Note: A minimum of one shot remaining in the cell is required for it to have enough power for the staff to be able to extend/retract.

## Weren Battle Mace.



| Weapon      | Cost  | Damage | Critical | Range increment | Weight | Type |
|-------------|-------|--------|----------|-----------------|--------|------|
| Battle Mace | 100cr | 1d12   | x3       | --              | 30lb   | B    |

The Large sized Weren Battle Mace, is a weapon few respect until they face a Raging Weren using one. It is a Titanium hafted weapon, specially weighted and crafted to provide maximum impact, topped with a Spiked ball of Fire hardened Admantium.

### Notes:

The shaft & spikes of this weapon head, are slightly hollow, allowing a vial of poison or acid to be inserted into the handle, which then is leaked out the spikes when it hits in combat, doing additional damage or status effects as appropriate.

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## Weren (Black powder) Flintlock Pistol.



| Weapon    | Cost   | Damage | Critical | Range increment | Weight | Type |
|-----------|--------|--------|----------|-----------------|--------|------|
| Flintlock | 100cr+ | 1d10   | x2       | 50 feet         | 6lb    | P    |

The Weren being a Renaissance technology people, still prefer to use Black powder weapons, like the Flintlock pistol. They do not like Muskets, preferring pistols, so they can fire off an opening volley and then close to melee. The Weren pours some powder down the barrel, compressing it in, then drops a lead ball down, compressing that in to load. Then they merely pull back the hammer which drops when the trigger is pulled hitting a piece of flint to create a spark, which ignites the gunpowder and expels the lead ball down the barrel at force in a cloud of smoke.

### Notes:

The flintlock pistol, is not exactly a reliable weapon, on a natural roll of 1, roll a d6, on a result of 1-5 the pistol has misfired and does not discharge, on a 6 it explodes in the users face, destroying the weapon and doing 4d6 damage (no save). Also if the weapon is exposed to water it will not fire 8-10 on a d10.

Powder horns of Gunpowder and bags of 20 lead balls can be bought for 10cr from any Weren settlement or trader, they are exceptionally rare most other places.

## Weren (Black powder) Hand Bomb.



| Weapon    | Cost  | Damage | Blast Radius | Rng incre | Weight | Type   |
|-----------|-------|--------|--------------|-----------|--------|--------|
| Hand Bomb | 10cr+ | 5d6    | 10 feet      | 10 feet   | 6lb    | P/Fire |

The Weren Hand bomb, is a hollow iron ball, filled with gunpowder and with a short fuse attached, it is simply lit then thrown exploding on impact.

### Notes:

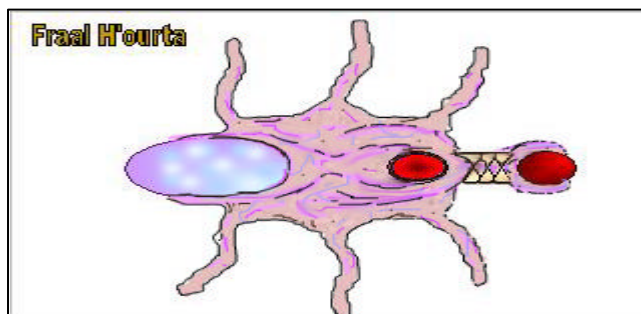
The Hand bomb does half fire, half piercing damage. It may misfire as the pistol.

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## FRAAL "H'OURTA" IMPLANT



| Weapon         | Cost    | Damage | Critical | Range increment | Weight | Type |
|----------------|---------|--------|----------|-----------------|--------|------|
| <i>H'ourta</i> | 5,000cr | 5d10   | x2       | 300 feet        | 2lb    | Fire |

The *H'ourta* is a genetically altered predatory lifeform from the Fraal homeworld, that was re-engineered into a symbiotic weapon implant. Capable of very powerful burst of plasma, which it powers with it's hosts energies.

It appears as some kind of fleshy cephalopod, with six tentacles, three to a side, and a bulbous sac at the abdomen end, which is filled with fluids. When it is about to fire, the sac appears to glow and sparkle with the charged energies.

Some Fraal say the *H'ourta* retain some of their memories, and indeed some refuse to accept one host, choosing another in preference, they even hiss when their host is angry sensing their mood. It is even said some Fraal, share the Dreams of their *H'ourta* when they sleep seeing places and events from long ago, back on the Fraal homeworld. This to a Fraal is a very personal experience, and reflects a perfect bond with their *H'ourta* that few ever share.

### Notes:

The *H'ourta* when placed on a hosts forearm, instinctively attaches itself by grasping tightly to the arm with the tentacles, in fact digging them into the hosts flesh, it is through these that it feeds off the hosts energies, and the true symbiosis is formed. This in effect causes the host a 1 point reduction in CON, so long as the *H'ourta* is attached, that can never be healed, to represent the hosts energies it uses to feed and power itself.

Also firing the *H'ourta* is very draining for the host, making them fatigued very quickly, each time the *H'ourta* is fired it drains the host by 1d10 Subdual damage, knocking them out for 1d4 rounds, should their hit points be reduced to zero.

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